

CLAIMS

What is claimed is:

1. A board game comprising:
 - a. a surface with a playing area having sixteen playing positions arranged in a four-by-four grid;
 - b. eight playing pieces in two sets of four, each of said sets distinguishable from the other; and
 - c. rules of the game.
2. The board game of claim 1 wherein said playing pieces, said playing area, said rules of the game, and said playing positions all exist as data within a computer, and wherein at least a portion of said data is displayed on an output means.
3. The board game of claim 2 wherein said computer is programed to play against a human opponent.
4. The board game of claim 2 wherein said computer is programed to allow two players to compete against each other while said computer keeps track of the locations of said playing pieces.
5. The board game of claim 1 wherein said game additionally comprises printed matter setting forth a method of play therefor, and said method of play is said rules of the game.
6. A method for playing a board game comprising:

- a. providing a playing surface with a playing area having sixteen playing positions arranged in a four- by-four grid;
- b. providing eight playing pieces in two sets of four, each of said sets distinguishable from the other;
- c. providing two players, one of whom may be a computer;
- d. assigning each of said two players one of said sets of said playing pieces;
- e. placing said playing pieces on said playing surface in the starting configuration, wherein said starting configuration is an "X" with each of said player's pieces forming one leg of said "X" aligned diagonally from the corners of said playing surface;
- f. selecting a first player, who begins play by moving one of said playing pieces assigned to that player from said starting configuration to any one of said playing positions, subject to the provision that in completing a move, said move must in a straight line, and said one of said playing pieces must be moved as far as possible until said one of said playing pieces reaches the end of said playing area or another of said playing pieces, and further subject to the provision that in completing said move, said one of said playing pieces cannot be moved over another of said playing pieces or to one of said playing positions that is already occupied by another of said playing pieces;
- g. selecting a second player who continues play by making a move subject to the same conditions of said move of said first player ;
- h. continuing play during which said first player and said second player, in alternating turns, make moves until one player is declared the winner; and
- i. declaring said winner to be the player who aligns his or her playing pieces to:

- i. form any straight line except a diagonal line;
- ii. occupy all of said playing positions in the corners of said playing surface at the same time;
- iii. form a square configuration with all of said winner's playing pieces adjacent to each other; or
- iv. have any one of said winner's playing piece blocked in any one of said playing positions at said corners of said playing surface by three of said playing pieces of the other player.

7. The method of claim 5 wherein said playing pieces, said playing area, said rules of the game, and said playing positions all exist as data within a computer, and wherein at least a portion of said data is displayed on an output means.
8. The method of claim 6 wherein said computer is programed to play against a human opponent.
9. The method of claim 6 wherein said computer is programed to allow two players to compete against each other while said computer keeps track of the locations of said playing pieces.